

AMENDMENTS TO THE SPECIFICATION

Please amend the paragraph beginning on page 1, line 20 as follows:

There is lots of software providing for effect addition, and users can edit video more conveniently. However, many operations of effect addition need to be completed manually. For example, the making ~~mark-in~~ Mark-In point to add effect, and adjusting the duration of an effect or the type of an effect. All of them have to be made by hand. If it takes a long time to play a video or there are lots of scenes within the video, a user must browse it entirely and sequentially ~~mark-in~~ Mark-In points for effect addition. Obviously, it will be very inefficient.

Please amend the paragraph beginning on page 2, line 18 as follows:

In the prior art, there are two manners to edit multi-clips. The first manner, referring to FIG. 1A, step 110 imports a plurality of clips firstly. Then step 120 transfers and joins all clips to be an integrated clip. Next, step 130 browses the integrated clip and makes ~~mark-in~~ Mark-In points sequentially. Generally speaking, a user must browse whole integrated video at least once to complete the editing. If the length of the integrated video is very long and there are lots of ~~mark-in~~ Mark-In points needed to be made, it will take a large amount of time.

Please amend the paragraph beginning on page 3, line 4 as follows:

Another manner is shown in FIG. 1B. Firstly step 150 imports a clip for effect addition sequentially. Then step 160 browses each clip and makes ~~mark-in~~ Mark-In points sequentially. Finally step 170 integrates each clip. Namely, effect addition in each clip is made separately and all clips are integrated after effect addition in them are all finished in the second manner. The

cost of time and efforts in the second manners is the same as in the first manner. But the integrated clip made by the second manner may appear more disharmonious.

Please amend the paragraph beginning on page 3, line 13 as follows:

Obviously, the forgoing work may need to integrate several different format clips and make ~~mark-in~~ Mark-In points sequentially by hand. Hence it requires a convenient and efficient method or system to help users integrate several clips with effect addition.

Please amend the paragraph beginning on page 3, line 20 as follows:

One main purpose of the present invention is to provide a method and system for video editing to pre-select ~~mark-in~~ Mark-In points and add effect on them. Users can save time and efforts to proceed video editing thereafter.

Please amend the paragraph beginning on page 4, line 2 as follows:

According to the purposes described above, the present invention provides a method for effect addition in video edition. By selecting and arranging one or more clips, the scene scan is used to find out the ~~mark-in~~ Mark-In points. Then effects can be added at the position where the ~~mark-in~~ Mark-In points are according to a pre-configured effect type and effect duration. Users can save time and efforts to proceed video editing thereafter.

Please amend the paragraph beginning on page 4, line 10 as follows:

The present invention also presents a system for effect addition in video edition, comprising importing model for selecting, importing and arranging a plurality of clips as a successive clip; configuration model for configuring and storing an effect type and an effect duration corresponding to the effect type to form the setting of an effect; ~~mark-in~~ Mark-In model for making a plurality of ~~mark-in~~ Mark-In points by using a scene scan, wherein the plurality of ~~mark-in~~ Mark-In points are stored in a ~~mark-in~~ Mark-In point storage; and effect model for adding effects to the plurality of ~~mark-in~~ Mark-In points according to the effect type and the effect duration.

Please amend the paragraph beginning on page 5, line 12 as follows:

For conveniently and efficiently making ~~mark-in~~ Mark-In points and adding effect on the ~~mark-in~~ Mark-In points within one or more clips, the present invention provides a method and system for effect addition in video editing. In the present invention, several clips can be imported simultaneously and all imported clips can be transformed into a single format and effect addition can be on the joint between clips, user pre-defined ~~mark-in~~ Mark-In points and scene change point. The selection of the forgoing scene change can be done in different manners depending on the format of each clip. For example, the selection can be done according to the recording time if the clip is based on the format with recording time.

Please amend the paragraph beginning on page 6, line 12 as follows:

Then, step 230 makes the ~~mark-in~~ Mark-In points of all clips, wherein the manner to make the ~~mark-in~~ Mark-In points can be selected according to the joint between clips, the point

where scene information is and the point where scene changes. If the number of clips is more than one, there must be at least one joint between clips. The joints can be the ~~mark-in~~ Mark-In points. Besides, some clips may be added with some scene information before or after they are imported. The scene information can be audio, graph, or text. For example, the scene information can be the chapter information, cue information made by user, or some scene information made during recording (i.e. snap shot). Besides, it can be beat tracking rhythm or tempo and so forth that can be used for accompanying scene change or scene contents. Each beat tracking rhythm or tempo can be considered as an individual scene information. The point of the scene information can be the ~~mark-in~~ Mark-In points, too.

Please amend the paragraph beginning on page 7, line 5 as follows:

Furthermore, there may be many scene change points within the clips. A scene is usually formed by several successive frames with similar foregrounds or backgrounds. Within the scene transition, the frame between two scenes could be the one that is much different from one or more forward frames or afterward frames. Thus the points at scene transition can be selected to be ~~mark-in~~ Mark-In points by using scene scan. The scene scan has disclosed a lot (i.e. the method for detecting changes in the video signal at block 115 taught by Jonathan Foote disclosed in the USPTO publication "METHOD FOR AUTOMATICALLY PRODUCING MUSIC VIDEOS (US2003/0160944)") and no redundant description will be stated here.

Please amend the paragraph beginning on page 7, line 17 as follows:

The difference between a frame and other frames (i.e. one or more forward frames or afterward frames) is called a scene scan sensitivity. ~~Mark-in~~ Mark-In points can be selected

according to the scene scan sensitivity of each frame by using scene scan. For example, there is a default scene scan sensitivity threshold and all frames with scene scan sensitivity larger than the scene scan sensitivity threshold can be selected as ~~mark-in~~ Mark-In points. Moreover, ~~mark-in~~ Mark-In points can be made by users also.

Please amend the paragraph beginning on page 8, line 3 as follows:

In addition, some clips recorded by some specific format, such as DV (digital video), include some recording time. The recording time may be recorded in the beginning or the end of a scene, or added when some specific functions (i.e. snap shot) are performed. The recording time is more suitable for the ~~mark-in~~ Mark-In points than the scene change points. Users can use scene scan to make all ~~mark-in~~ Mark-In points by default, but the specific format clips with recording time can optionally use the recording time to be ~~mark-in~~ Mark-In points rather than scene scan.

Please amend the paragraph beginning on page 8, line 12 as follows:

After making ~~mark-in~~ Mark-In points, step 240 adds effects on the ~~mark-in~~ Mark-In points according to the effect type and the effect duration configured in step 220. Because the effect type and the effect duration are used for adding effects, they could be varied for different conditions or different demands. The time and times for step 220 are not limited in the present invention. For examples, the step 220 could be made both before and after step 230 and so forth. Furthermore, the step 220 can be made during step 240 for dynamically adjusting the effect duration or changing the effect type. The effect can be half a duration before and after a ~~mark-in~~

Mark-In point, a duration before a ~~mark-in~~ Mark-In point, a duration after a ~~mark-in~~ Mark-In point or the so forth. The present invention does not limit the position for effect addition.

Please amend the paragraph beginning on page 9, line 2 as follows:

Moreover, ~~A mark-in~~ a Mark-In points filtering can be performed before effect addition. For examples, a ~~mark-in~~ Mark-In point may be filtered out when it overlaps another effect and it is in the later scan order. Furthermore, the ~~mark-in~~ Mark-In points filtering can also be effect duration adjusting. For examples, the effect duration of a ~~mark-in~~ Mark-In point may be adjusted for avoid overlapping when it overlaps another effect and it is in the later scan order. However, the present invention does not limit the way to filter or to adjust the ~~mark-in~~ Mark-In points.

Please amend the paragraph beginning on page 9, line 11 as follows:

Furthermore, the above mentioned step 230 and step 240 can be integrated as a automatic effect addition procedure. And the related configuration for the effect type and the effect duration, the configuration for scene scan sensitivity threshold, filtering ~~mark-in~~ Mark-In points, making user pre-defined ~~mark-in~~ Mark-In points can be performed before the automatic effect addition procedure. Thus, the automatic effect addition procedure can be used as an automatic effect addition function, such as the one-click function in some software, to be more convenient and user-friendly.

Please amend the paragraph beginning on page 10, line 7 as follows:

In fact, most of the points of the above mentioned scene information, joints between clips and recording time are where the scene changes. So scene scan could find out most of them and they are suitable to be ~~mark-in~~ Mark-In points. But it is possible that some of them do not locate at where the scene changes. Thus, the way to add ~~mark-in~~ Mark-In points according to scene information, joints between clips, recording time or user pre-defined position by hand can be made before or after the scene scan, and the effect addition can be performed directly when these ~~mark-in~~ Mark-In points are found.

Please amend the paragraph beginning on page 10, line 17 as follows:

Accordingly, referring to FIG. 3, another embodiment of the present invention is a system for effect addition in video edition, including importing model 32, configuration model 34, ~~mark-in~~ Mark-In model 36, effect model 38 and render module 39. The importing model is used to select, import and arrange one or more clips 322 according step 210. Moreover, configuration model 34 is used to store effect type 342, effect duration 344 and scene scan sensitivity threshold for configuring the effect 382 according to step 220. Afterward, ~~mark-in~~ Mark-In model 36 is used to make the ~~mark-in~~ Mark-In points 364 for each clip 322 and store the ~~mark-in~~ Mark-In points 364 in the ~~mark-in~~ Mark-In points storage 362 according to step 230. When the ~~mark-in~~ Mark-In model 36 are used for making the ~~mark-in~~ Mark-In points 364 by using scene scan, the ~~mark-in~~ Mark-In points 364 is made according to the scene scan sensitivity threshold 346 in the configuration model 34. Next, effect model 38 is used to add effects 382 at all ~~mark-in~~ Mark-In points of each clip 322 according to step 240, wherein the effects 382 is generated according

effect type 342 and effect duration 344. Besides, the ~~mark-in~~ Mark-In model can filter out some unsuitable ~~mark-in~~ Mark-In points 364 according to step 250.

Please amend the paragraph beginning on page 11, line 13 as follows:

Finally, render model 39 is used to integrate all clips 322 into an integrated clip according to step 260. Furthermore, the render model 39 can further integrate all clips 322 into an integrated clip firstly. Then the integrated clip can be imported to importing model 32 according to step 210 to proceed the following step 220, step 230, step 240 and step 250. Finally, the render model 39 is used to integrate and output the effect added integrated clip. Because only the integrated clip is imported, the work to make ~~mark-in~~ Mark-In points according to the joins between clips can be ignored.